CHARACTER	Roland Gray	PLAYER	Scott Beaudway	LEVEL	5
RACE	Human	SEX Male	PATRON / GOD	Ajana	ALIGNMENT	N
BACKGROUND	Urchin	RESIDENCE	Hollin	AGE	20
CLASS(ES)	Rogue	APPEARANCE	short dark hair, thin build, brown eyes	HEIGHT	5'6"
	Mentor is Tiberius	PERSONALITY	Thoughtful, Inquisitive	WEIGHT	130 lbs

	SCORE	MODIFIER	SAVING THROW
STRENGTH	8	-1	-1
DEXTERITY	18	+4	+7
CONSTITUTION	12	+1	+1
INTELLIGENCE	14	+2	+5
WISDOM	16	+3	+3
CHARISMA	9	-1	-1

HIT POINTS

28

MAXIMUM	TEMPORARY
33	

HIT DICE	USED
5d8	

SUCCESSFUL DEATH SAVES ○○○

FAILED DEATH SAVES ○○○

ARMOR

16

CLASS

DEFENSES

		AC MODIFIER
ARMOR WORN	studded leather armor	12
SHIELD CARRIED		
ABILITY MODIFIERS	Dexterity (uncapped)	+4
OTHER ITEMS & FEATS		

DAMAGE REDUCTION: 0

STEALTH DISADVANTAGE ○

ALERT (FEAT) ○

SPECIAL DEFENSES	SAVE BONUS

INITIATIVE	+4	**SPEED**	30'	**EXTRA ATTACKS** 0

SPECIAL POWER	USES / POINTS	INSPIRATION
		○

WEAPON / ATTACK

WEAPON / ATTACK	ATTACK	DAMAGE / EFFECT	CRIT / SAVE	RANGE
Rapier	+7	d8+4 P +SA	20	5
light crossbow	+7	d8+4 P +SA	20	
Dagger	+7	d4+4 P +SA	20	20/60
Basic proficient strength-based attack	+2	-1		
Basic proficient dexterity-based attack	+7	+4		

	MODIFIER
PROFICIENCY BONUS	+3
PASSIVE PERCEPTION	~~23~~ 21
OBSERVANT (FEAT) ●	
ACROBATICS ●	~~+7~~
ANIMAL HANDLING ○	~~+3~~
ARCANA ●	+5
ATHLETICS ○	-1
DECEPTION ○	-1
HISTORY ○	+2
INSIGHT ●	+6
INTIMIDATION ○	-1
INVESTIGATION ●	~~+5~~*
MEDICINE ○	+3
NATURE ○	+2
PERCEPTION ●	~~+8~~
PERFORMANCE ○	-1
PERSUASION ○	-1
RELIGION ○	+2
SLEIGHT OF HAND ●	+7
STEALTH ●	~~+9~~
SURVIVAL ○	~~+4~~ 3!

LIGHT ARMOR ●

MEDIUM ARMOR ○

HEAVY ARMOR ○

SHIELDS ○

SIMPLE WEAPONS ●

MARTIAL WEAPONS ○

FEATURES, FEATS & NOTES

Expertise: Stealth & Perception	* Observant: +5 passive Perception & Investigate,
Cunning Action: BA to Dash, Disengage or Hide	Lip reading
Sneak Attack: +3d6 with finesse / ranged (ADV or ally)	City Secrets: Travel twice as fast in Hollin non-combat
Arcane Trickster: invisible mage hand (sleight of hand)	Uncanny Dodge - Use Reaction to halve damage
1. stow object in hand into container of another	
2. retrieve object in hand into container of another	
3. pick locks and disarm traps at range	

PROFICIENCIES & LANGUAGES

Thieves' Tools (+6)
Disguise Kit (+6)
Forgery Kit (+6)
Common, Thieves' Cant
rapier, hand crossbow
longsword, shortsword

ITEM	WEIGHT	ITEM	WEIGHT	ITEM	WEIGHT
travelers clothes, common clothes		lantern, bullseye		book, pen, ink	
studded leather armor		oil flask (10)		steel mirror	
2 daggers		magnifying glass		! Naturalis Historia, Edible and Inedible Fungi of the Tolland Wood	
rapier		grappling hook		! Gregor's unabridged Naturalis Historia	
light crossbow		rope, silk, 100'		Sherlock Potion - +1 Investigate	
quiver (20), 9x +1 bolts		spikes, iron (10)		Quite Flattering Brooch	
healer's kit (9)		whetstone, tinderbox		cipher disk	
thieves' tools		backpack, bedroll		Death Spiral spell tome	
disguise kit, forgery kit		crowbar, hammer		Detect Fey scroll	
component pouch		waterskin, mess kit		5 encoded tomes	
climber's kit, piton (10)		signal whistle, chalk (10)		2 healing potions	
map of Hollin		rations (10 d)			

COINS & VALUABLES

PP	
EP	
GP	870
SP	9
CP	

TOTAL WEIGHT	
CARRYING CAPACITY	STR 120
PUSH / DRAG / LIFT	STR 240

SPELL SLOTS

LVL 1	LVL 2	LVL 3	LVL 4	LVL 5	LVL 6	LVL 7	LVL 8	LVL 9
3								

SPELLS CAST

LVL 1	LVL 2	LVL 3	LVL 4	LVL 5	LVL 6	LVL 7	LVL 8	LVL 9

SPELLCASTING ABILITY	SPELL DC	SPELL ATTACK
Intelligence	13	+5

SPELLS PREPARED	ARCANE RECOVERY	SORCERY POINTS
0	0	0

EXPERIENCE POINTS

TOTAL	NEXT 14,000

PREP	SPELL	LEVEL	TIME	TARGET / RANGE	SAVE	EFFECT / DURATION
●	Invisible Mage Hand	0	BA	30'		10 lbs
●	Minor Illusion, S, M	0	A	30', 1 min	Invest	5' cube
●	Prestidigitation, V, S	0	A	10', 1 hr		
○						
●	Find Familiar, 10 GP	1		10'		
●	Disguise Self, V, S	1	A	Self, 1 hr	Invest	
●	Feather Fall, V, M	1	R	5 within 60'		1 min
●	Silent Image, V, S, M	1	A	60", C, 10 min		15" cube
○						
○	Quite Flattering Brooch:					
○	Disguise Self, V, S	--				
○	Dominate, V, S	1x		60", C 1 min		
○	Friends, S, M	1x		60", C 1 min		
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PREP	SPELL	LEVEL	TIME	TARGET / RANGE	SAVE	EFFECT / DURATION
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COMPANION / WILD SHAPE	NOTES	SPEED	ARMOR CLASS	HIT POINTS	ATTACK	DAMAGE / EFFECT
Owl (Oz) (+1 Init)	Per +3 (ADV with hearing and sight), Stealth +3, Flyby	60" Fly	11	1		Darkvision 120'

PREP	SPELL	LEVEL	TIME	TARGET / RANGE	SAVE	EFFECT / DURATION
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PREP	SPELL	LEVEL	TIME	TARGET / RANGE	SAVE	EFFECT / DURATION
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